# FAIRFIELD AREA P.A.L. GIRLS SOFTBALL (ALBION BENTON CLINTON FAIRFIELD WATERVILLE)

## 2010 PLAYING RULES

## MINOR LEAGUE COACH PITCH

- 1 NO STEALING EVEN ON PASSED BALLS
- 2 PLAY 10 FIELDERS
- 3 EVERYONE BATS ONE LINEUP
- \*\* SCORE WILL NOT BE KEPT \*\*
- 4 10 BATTERS PER INNING
- 5 PLAYERS WILL BE CATCHING WITH PARENT BACKUP
- 6 PLAYERS WILL BE ON THE MOUND AS A PITCHER FOR FIELDING
- 7 EACH PLAYER WILL RECEIVE SIX PITCHES OF WHICH TO HIT
- 8 GAMES WILL START AT 6:00 AND END BY 7:30 PM
- 9 NO INFIELD FLY
- 10 GOOD SPORTSMANSHIP FROM ALL THAT ARE PARTICIPATING INCLUDING PARENTS AND SPECTATORS ALL MUST STRESS PLAYING TO HAVE FUN!!!!

## MINOR LEAGUE PLAYER PITCH GRADES 2-3-4 10U

- 1 NO STEALING NO DROP THIRD STRIKE
- 2 PLAY 10 FIELDERS USING A SHORTFIELDER
- **3 10 BATTERS PER INNING**
- 4 FREE SUBSTITUTION ONE LINE UP EVERYONE BATS
- 5 GAMES TO START @ 6:00 PM AND END AT 7:30 PM
- 6 ELEVEN (11") BALL WILL BE USED
- 7 ASA UMPIRE TO OFFICIATE GAMES (IF THEY ARE LATE A PARENT OR COACH )
- 8 NO INFIELD FLY RULE
- 9 ASA RULES PREVAIL AFTER LEAGUE RULES
- 10 WHEN PLAYING A TEAM FROM ANOTHER LEAGUE USE THEIR RULES !!!
- 11 GOOD SPORTSMANSHIP #1 RULE WIN OR LOOSE

### MAJOR LEAGUE GRADES 5-6 12U

- 1 GAMES START AT 6:00 PM AND END AT 7:30 PM
- 2 FIELD 10 PLAYERS USING A SHORTFIELDER
- 3 FREE SUBSTITUTION ONE LINE UP EVERYONE BATS
- 4 10 BATTERS PER INNING 10<sup>TH</sup> BATTER CANNOT WALK MUST HIT OR STRIKE OUT. 10TH BATTTER BECOMES A FORCE PLAY AT ANY BASE WHICH MEANS ONCE THE BALL IS AT HOME PLATE THE INNING IS OVER NO MATTER WHERE THE RUNNER IS....
- 5 INFIELD FLY & DROP 3RD STRIKE ARE IN EFFECT
- 6 STEALING WHEN THE BALL LEAVES THE PITCHERS HAND
- 7 BUNTING IS ALLOWED
- 8 ASA RULES PREVAIL AFTER LEAGUE RULES
  - 9 WHEN PLAYING A TEAM FROM ANOTHER LEAGUE USE THEIR RULES !!!
- 10 GOOD SPORTSMANSHIP #1 RULE WIN OR LOOSE